

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION; READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any copying device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

TABLE OF CONTENTS

Welcome.....	4
Barnett College	4
Story Mode and Free Play Mode	4
Multiplayer	5
On-Screen Information	5
Controls.....	6
Character Abilities.....	7
Items	9
Collectibles	11
Extras	11
Saving and Loading	12
Bonus Mini-Games	12
Contact Page.....	12
Credits.....	13
Warranty.....	16



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

WELCOME

He's smart, he's daring, he's brave, he's plastic! Welcome to **LEGO® Indiana Jones™: The Original Adventures**. Along with a colorful cast of friends and enemies, Indy seeks the greatest archaeological finds of all time. Use your whip to crack open the fun and swing into action in this all new LEGO® adventure.

GETTING STARTED

Barnett College

Main Hall

Step into the halls where some of the greatest minds have discussed the most important discoveries of all times. One of the most famous of them all, Indiana Jones, has become the most popular professor the school has seen. Along with his teaching duties, it's here that Dr. Jones plans for his next great archeological adventure!



Game Modes

To get right to the action, you should head to one of the academic halls. These should be familiar to those of you who have already done their homework! Once you complete studying the first chapter of Indy's *Raiders of the Lost Ark* adventure, Lost Temple, other chapters will be unlocked allowing you to move, in parallel, between all three of Indy's adventures.

STORY MODE & FREE PLAY MODE

Story Mode is where you can relive Indy's most action-packed moments. You can follow the events of his adventures and play as the original characters from the films. And don't forget about Free Play mode! Sure, it's a blast to play as the original characters, but think about how fun it would be to play those same amazing adventures with any character you want!

You'll need to play each chapter with the original characters in story mode first before you can go around playing with anyone else in Free Play.

Please note that the Dean of Archeology has deemed Free Play mode levels to be too much fun and has only provided you with a few characters to play with. If you want more characters for Free Play mode, you'll have to unlock them.

MULTIPLAYER

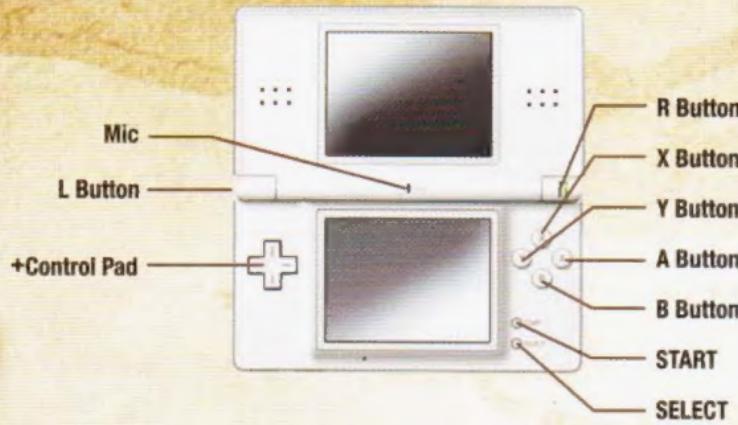
Archeology isn't just about discovering lost tombs and hoping "X" marks the spot. It's a social science! You can play **LEGO® Indiana Jones: The Original Adventures** together with a friend if they also have a Nintendo DS and their own copy of the game.

To join forces, one player must select the "Host Game" option then, once the "Waiting for player..." message appears, the second player then selects "Join Game" on their own DS. After the host player confirms the selection you can both begin your archeological journey!

ON-SCREEN INFORMATION



CONTROLS



+Control Pad	Character Vehicle Navigation
B Button	Jump
Y Button	Attack
Touch Screen / Press and Hold A Button	
A Button	Use Whip
START	Pause / in-game options
+Control Pad	Move vehicle
L / R Buttons	Non-active character
X Button	Tag
+Control Pad: Up/Down	Highlight menu option
A Button	Select highlighted option
+Control Pad: Up/Down	Change Setting
B Button	Go Back / Cancel



Tagging

You need teamwork to solve puzzles, so when you're close enough to another on-screen character press the **X** Button to switch to that character.

Character Switching

On the left-hand side of the Touch Screen you'll see all the portraits of the characters currently in your party. To switch control to other party members simply touch their portrait on the Touch Screen.

CHARACTER ABILITIES

Building

In the world of *LEGO® Indiana Jones*, you'll often need to build an object out of LEGO® pieces to overcome an obstacle. Just approach a pile of LEGO® bricks and hold the **A** Button to build.



The Whip

One of the best parts of playing as Indiana Jones is his mastery of the bull whip! By whipping across gaps or up cliffs, Indy can reach those impossible to get to places. Swipe the whip with your thumb from handle to tip on the Touch Screen whenever you are on a "whip point." The whip can interact with the environment when near these special points. Drag, topple, pull, activate, and destroy objects using this technique.

The whip can also be used in combat. Whip an enemy with a gun and their weapon will pop out of their hands. If they don't have a gun, stun them with a strong crack of the whip. Finally, pull your enemies within fist range by pressing and holding the **A** Button.

Combat

Almost every character in the game has a combat style – find out which one you like best. However, keep in mind that some weapons have abilities to help you through a chapter. For example, the shovel can also be used to dig up treasure and pieces used to solve puzzles.

Carry

When you need to get an object from one place to another, what should you do? Pick it up of course! When a special build-it piece is revealed the player can pick it up and carry it to the build-it spot.



Rope Climb / Swing

Any character can climb to new heights with ropes. Jump into the rope to grab on, then use the **+Control Pad** to access higher platforms. Press jump again to jump off the rope.

Umbrella Slide

Some characters, like Prof. Jones Sr. and Marcus Brody, have the ability to access areas of the level by using their umbrellas to slide along zip lines. Use the Touch Screen to activate this ability.



Excavate

Excavation characters like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level. When standing on a buried object, swipe the touch screen to dig it out.



Small Access

Sometimes the best character is the smallest! Small characters, like Short Round and the Maharajah, have the ability to use small access doors. Small characters can enter one and exit another in a different location and vice versa.



Monkey

It's time to get down to monkey business. Monkey carrying characters like the aptly named Monkey Man and Marion can take control of a small monkey when they stand on a red monkey pad. Monkeys can climb special vines to access new areas.

ITEMS

Blow-ups

Blow-ups are destructible objects that can be destroyed by whip, gun or melee attack. Blow-ups reveal LEGO® studs and/or buildable elements when destroyed.

Build-its

Build-its are piles of LEGO® bricks that can be constructed to make level objects such as switches, levers and steps. When standing near a pile of bricks that jiggle, press and hold the activation **A Button** to begin building. Some build-its have "special" properties. When using special build-its, the three blue bricks must be found and placed on the blue special build-it pad before the special object can be built.

Grey and White LEGO® Objects

Grey and White LEGO® objects can only be destroyed by large explosions created by throwing bottles onto flames, igniting gunpowder kegs and triggering dynamite.



Movable Objects

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by pressing and holding the **A Button** to grab on and the **+Control Pad** to move.





Activation Panels

To use an Activation Panel you must first take control of the correct character class for that panel. Stand in front of the panel and press the activation A Button. Some Free Play based activation panels will feature Mini-Games. Overall, there are four types of activation panels.

- Military
- Brotherhood of the Cruciform Sword
- Scholar
- Thuggee

Microphone Objects

In Indy's world there are special objects that make use of the DS microphone. Blow into the microphone to interact with these objects. You can blow up life rafts that get Indy across waterways or blow out torches to open doors and find studs!

Special Torches

Pick up unlit torches and run up to a flame. Use the lit torch to reveal secret areas and uncover treasure.

Gunpowder Kegs / Dynamite

Gunpowder kegs can be used to create large explosions by placing special lit torches next to them. With dynamite, look out for detonators and swipe the detonator icon on the Touch Screen when standing next to them.

Hat Cupboards

Hats can be put on by accessing hat cupboards. Wearing certain hats is like wearing a disguise and allows access panels to be used that couldn't be used before.

Collectibles



Studs

Studs are LEGO® currency and are used to purchase characters, abilities and hints. There are three types of LEGO® Studs, each with a different value:

Silver – 10 credits Gold – 100 credits Blue – 1,000 credits



Red Bricks

Once collected each Red Brick unlocks the ability for you to purchase a special skill in Barnett College. There is one Red Brick located in each chapter.



Artifacts

There are ten artifact pieces located in each chapter, some accessible in Story Mode, but the majority can only be collected in Free Play. You must collect all ten to complete the artifact.



Map Pieces

Discover all three map pieces hidden throughout each chapter to receive one of the ten hidden LEGO® artifact pieces.



Hearts

Some items and enemies will reveal heart tokens when destroyed. Pick these up to restore your health.



Gold Bricks

Gold Bricks are rewarded for completing portions of the game like finishing a chapter in Story Mode or getting Adventurer in a chapter. Collect every gold brick in order to up your overall percentage.

Extras

Indiana Jones seeks out powerful and ancient Red Bricks. When collected, these Red Bricks can unlock special secret abilities that can be activated in the Extras menu. After unlocking these Extras by collecting Red Bricks in the chapters, you can purchase them with LEGO® Studs. Once you've purchased an Extra, you can activate or de-activate it using the Extras Menu, located in the Pause Menu.

Saving and Loading

When you first complete a chapter or purchase an item, you will be asked to select a save-game file. Choose where you want to save and press the **A** Button to confirm.

You will be asked if you wish to enable auto-save, which is recommended. If you do so, *LEGO® Indiana Jones: The Original Adventures* will then save your progress into this file automatically at the end of each chapter.

BONUS MINI-GAMES



In one of the rooms of Barnett College, there's a door marked with a Nintendo DS. Through here, you'll find the Mini-Game room Indiana visits to test his wits.

Against the wall is a chalkboard with a picture of a DS. Just stand in front of the chalkboard and press the **A** Button to play.

Good performances

in these games will be rewarded with LEGO® Studs. The better you do the more studs you'll get!

NOTE: Before you can play the Mini-Games, you'll have to find them! Each Mini-Game is hidden in a Red Brick, placed somewhere in each of the chapters.



CUSTOMER SUPPORT

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at <http://support.lucasarts.com>. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

Product Support Mailing Address

LucasArts P.O. Box 29908
San Francisco, CA 94129
ATTN: Product Support

LucasArts Company Store

Visit our secure online store at <http://store.lucasarts.com>. The Company Store offers a complete selection of LucasArts games, hint books and logo gear.

You can also reach us by mail at:

Lucasfilm - LucasArts Store Product Order P.O. Box 29901 San Francisco, CA 94129
Lucasfilm Ltd. Attn: RETURNS 20100 S. Vermont Ave. Torrance, CA 90502-1475

CREDITS

DS Credits

Developed by TT Fusion

Director

Jon Burton

Producer

Tim Welch

Lead Programmers

Paul Hughes
Phil Owen

Art Director

Roger Bacon

Lead Artist

Kevin Wafer

Design Director
Mike Taylor

Lead Designer
Nolan Worthington

Lead Animator
Matt Palmer

Studio Manager
Erin Roberts

Programming
Richard Crockford
Tim Lowe

Craig Richardson
Derek Senior
Richard Smith

Artists
Louise Andrew

Roger Bacon
Andy Davis
Roy Fielding
Richard Hughes
Shanedi Matnaruin
Shaun Mooney
Ronnie Ochero
William Turner
Kevin Wafer
Andy Whalley
Dave Woodman
Adam Dunne

Designers
Pete Brisbourne
Chris Flanders
Mark Wherrett

Level Setup
Louise Andrew
Pete Brisbourne
Andy Davis
Peter Field
Roy Fielding
Chris Flanders
Shanedi Matnaruin
Shaun Mooney
Kevin Wafer
Mark Wherrett
Dave Woodman
Nolan Worthington

Animators	Andrew Griffiths	Tom Nicholas	VP of Product Development	Williams, © & © Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.	Jesse Tavizon	Mastering Lab Technician	Sales Account Representative	Operations Materials & Manufacturing
Jo Chalkley	at Renderheads	Phillip Ring	Peter Hirschmann	Published by Bantha Music (BMI).	Sean Haeberman	Console Resource Coordinator	International Sales Manager	IT Operations Support
Vineet Chander	Layla Findlay	QA Tech		Administered by and/or co-published with Warner-Tamerlane Music Publishing Corp. (BMI).	Matthew Zenel	David Chapman	Global Sales Planning Manager	Victor Tancred-Bailagua
Justin Exley	Sharon Cooper	Nige Wynn	Assistant to the VP of Product Development	Administered by and/or co-published with Warner-Tamerlane Music Publishing Corp. (BMI).	Compliance Manager	Senior Lead Compatibility Technician	Sales Coordinator	John von Eichhorn
Simon McClure	Uses Bink Video.	Marketing Assistant	Richard Earl	Published by Bantha Music (BMI).	David Chapman	Support Lead	Planning Manager	Chad Williams
Jonathan Shaw	Copyright © 1997-2007 by RAD Game Tools, Inc.	Business Development		Administered by and/or co-published with Warner-Tamerlane Music Publishing Corp. (BMI).	Tom McFarland	Senior Product Manager	Arnold Lee	Brian Wong
Special Thanks	Travellers Tales	Development	Garry Edwards	Director of Developer Relations	Harry Kinney	Senior Lead Compatibility Technician	Eric Knudson	Dylan Coates
Studio Manager	TT Games Publishing	Financial Controller		External Production Coordinator	Tom McFarland	Support Lead	Chris D'Avanzo	Greg Millies
Music and Sound Effects	Managing Director	Mike Wyre	LEGO Company	Music from The Adventures of Young Indiana Jones: Daredevils of the Desert	Jason Smith	Senior Product Manager	International Sales Manager	Randy Severson
David Whittaker	Tom Stone	Alden Schell	Michael Boland	International Executive Producer	Tom McFarland	Product Marketing Manager	Global Sales Manager	Heilen Dear
Head of Animation	VP Publishing	Michael Pratt	Michael Pratt	Joey MacArthur	Harry Kinney	Lead Compatibility Technician	Planning Manager	Ed Bitonio
Jeremy Pardon	Producer	Linda Hegarty	Linda Hegarty	Laurence Rosenthal	Tom McFarland	Lead Compatibility Technician	Sales Coordinator	Raul Varguez
Lead Cut	Nick Ricks	Jill Wilfert	Jill Wilfert	Laurence Rosenthal	Tom McFarland	Support Lead	Arielle McKee	Phillip He
Scene Animator	Associate Producer	Tamara Damarjan	Senior Localization Producer	QA Lead	Tom McFarland	Senior Lead Compatibility Technician	Director of Global Sales	Director of Studio Operations
Dave Brown	Mike Candy	Henrik Saaby Clausen	Producer	Jeff Loney	Tom McFarland	Support Lead	Dorothy Ferguson	Mark Kyle
Cut Scene Animation	Lead Testers	Lucasarts Entertainment	Lucasarts Entertainment	QA Assistant Lead	Tom McFarland	Lead Compatibility Technician	Consumer Insights Manager	Director of Credit & Sales Operations
David Brown	Graham Stark	Localization Producer	Localization Producer	Chris Morales	Tom McFarland	Support Lead	Elina Shcop	Cynthia del Rosario
Mark Brown	Shaun Leach	Alben Pedroso	QA Testers	QA Testers	Tom McFarland	Compatibility Manager	Senior Manager of Business Development	Internet Production and Design Manager
Charlotte Parker	QA Testers	a division of Lucasfilm Entertainment Company Ltd.	Assistant Localization Producer	Chris Morales	Tom McFarland	Compatibility Manager	Ada Duan	Nicole Love
Phil Gray	Simon Arnold	Lucasfilm Entertainment Company Ltd.	Producer	QA Assistant Lead	Tom McFarland	MP Lab QA Lead	Vice President of Production Services	Sr. HR Manager
Andrew Unsworth	James Beaton	Assistant Localization Producer	Assistant Producer	Chris Morales	Tom McFarland	MP Lab QA Lead	Atsuko Matsumoto	Blaire Chaput
Jo Chalkley (TT Fusion)	Harry Dean	Producer	Producer	QA Testers	Tom McFarland	MP Lab QA Testers	Vice President of Marketing Services	HR Representative
Vineet Chander (TT Fusion)	Carl Fell	Jeffrey Eng	Jeffrey Eng	QA Testers	Tom McFarland	MP Lab QA Testers	Ken Epstein	Trisha Buendia
Justin Exley (TT Fusion)	Manjit Gill	Darren Atherton	QA Senior Lead	QA Testers	Tom McFarland	Marketing Services Coordinator	Marketing Services Coordinator	Lucas Licensing
Storyboard Artwork	Richard Gregory	International Production Assistant	Gary Chew	QA Testers	Tom McFarland	MP Lab QA Testers	Heather Wagner	a division of Lucasfilm Entertainment Company Ltd.
Colm Duggan	Vincent Grogan	John Stratford	QA Supervisor	QA Testers	Tom McFarland	MP Lab QA Testers	Heather Wagner	Chris Gollaher
Thank You To	Geir Lunde	John Stratford	Toby Mast	QA Supervisor	Tom McFarland	Production Services Coordinator	Sr. Public Relations Manager	Derek Stothard
Gwendoline and William Taylor	Tom Nicholas	Darragh O'Farrell	Lead Compliance Tester	QA Supervisor	Tom McFarland	Production Services Coordinator	Director of Financial Planning and Analysis	Ashley Matheson
Joanne, Megan and Jessica Hughes	Phillip Ring	David "Rogue" Silverstein	Matt Tomczek	Lead Compliance Tester	Tom McFarland	Production Services Operations Manager	Eva Holman	Paul Southern
Adele and Thomas Welch	Kellam Eanes	Jesse Harlin	Matt Tomczek	Lead Compliance Tester	Tom McFarland	Production Services Operations Manager	Adam Kahn	Howard Roffman
Suzanne Fielding and son Thomas	Harjot Sidhu	Silverstein	Assistant Lead Compliance Tester	Matt Tomczek	Tom McFarland	Public Relations Manager	Bill Liu	Special Thanks
Lynsey Brown	Peter Spencer		Assistant Lead Compliance Tester	Assistant Lead Compliance Tester	Tom McFarland	Production Services Operations Manager	Hadley Fitzgerald	Jim Ward
Brenda Lawlor	Marek Werno		Assistant Lead Compliance Tester	Assistant Lead Compliance Tester	Tom McFarland	Public Relations Manager	Mickel	Erin Haver
Tony Monney	Nige Wynn		Assistant Producers	Assistant Lead Compliance Tester	Tom McFarland	Studio Coordinator	Global Materials & Manufacturing	Business Affairs
Compliance Group	Kevin Clement	Audio Department Coordinator	Don Berger	Assistant Lead Compliance Tester	Tom McFarland	Director of Public Relations	Director of Public Relations	Associate General Counsel
James Beaton	Andrew Bell	Meg Crowel	Wilfredo Dimas	Assistant Lead Compliance Tester	Tom McFarland	Director of Public Relations	Margaret Grohne	Neil O'Donnell
Manjit Gill	Production Assistant	Original Indiana Jones music composed by John	Travis Fillmore	Compliance Testers	Tom McFarland	Director of Public Relations	Evelynne Bolling	Business Affairs
Vincent Grogan	Chris Thomas	composed by John	Michael Castillo	Compliance Testers	Tom McFarland	Channel Marketing Manager	Sales Operations Manager	Very Special Thanks
			Kamel Perez	Compliance Testers	Tom McFarland	Sandee Ferrara	Manager	George Lucas

SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts" or "Publisher"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you. Such improvements or updates may be automatically downloaded and incorporated into the Software where technologically feasible. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a Nintendo Wii or Nintendo DS system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Nintendo Wii Disc ("Wii Disc") or Nintendo DS Game Card ("Game Card") as applicable; (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, conceal, disable, or circumvent any proprietary notices or labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software or any portion or derivative thereof, specifically at any cyber cafe, computer gaming center or any other public site without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$15.00 (all references herein are to United States dollars) per Wii Disc or Game Card, if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the Wii Disc or Game Card commercially. To obtain a replacement Wii Disc or Game Card please return the defective media only, postage prepaid, to LucasArts, P.O. Box 29908, San Francisco, CA 94129, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 per Wii Disc or Game Card payable to LucasArts if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. **LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.** LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY AFFECT ONLINE GAME PLAY OR ACCESS THERETO. LUCASARTS RESERVES THE RIGHT TO DISCONTINUE MAKING THE SERVER AVAILABLE (AND YOUR ABILITY TO PLAY THE GAME) AT ANY TIME AND FOR ANY REASON. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, SUCCESSIONS OR ASSIGNS BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL, PUNITIVE OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, INABILITY TO USE, OR MALFUNCTION OF THIS SOFTWARE, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY. EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that you permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim. In which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software. The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof or contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts, the LucasArts logo, INDIANA JONES and related properties are trademarks in the United States and/or in other countries of Lucasfilm Ltd. and/or its affiliates. © 2008 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group. © 2008 The LEGO Group.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

Online or wireless play subject to online terms of use and privacy policy as may be available online at HYPERLINK "http://www.lucasarts.com" www.lucasarts.com or such other site as LucasArts may designate.

LucasArts, a division of Lucasfilm Entertainment Company Ltd.
P.O. Box 29908
San Francisco, CA 94129
June 08